Nero theme for GNB Instructions:

※Please read this instruction carefully before installing this mod. If you have problems, please check whether it has been mentioned in the instruction first.

1. WARNING:

① It is NOT EASY to create this mod. Please do NOT share it in public. Do NOT or make it available for secondary dissemination. Do NOT sales. This will seriously affect the enthusiasm of mod producers.

② Please do NOT modify this mod again and spread it. It doesn't matter if you use it yourself.

③ Please do NOT perform some high-risk behavior with this mod is activated, including but not limited to: screenshots with your ID, uploading screen recordings with your ID to the public platform, live broadcasts with your ID, etc. You will be responsible for the consequences.

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2. Installation:Textools or Penumbra

Use Textools

1.Download and install TexTools using this link: https://www.ffxiv-textools.net

2.Once TexTools is installed, double click on the .ttmp2 modpack you want to install.

3.Open the game and the mod will be ready to use!

Use Penumbra(*recommend!)

1.To have access to Dalamud and its plugins, you'll need to download XIV Launcher from this website: https://goatcorp.github.io/faq/

2.After setting up XIV Launcher, install Penumbra following this website: https://reniguide.info/#installpenumbra.

3.I highly recommend going through Penumbra's tutorial to learn how to use it properly. It's quick and easy to follow.

3.Packaging instructions

① **Full patch- [DMC]Full patch of Nero[GNB]**

The Full patch can install all skills, limit skills, and pose at one time, and I also make many optios for it.Notice: Fullpatch does not include mount and equipment models.

If you are using penumbra,you also can enable and disable any skills or switch the customization any time.

② **Separate patch**

Since the advanced full pack can switch each skills,separate pack is no more needed.

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3. About Multhit:

I have brought the Multihit plugin with me this time, if you want use multhit function,Please follow the following steps:

1.Install by adding 3rd party repo:

CN: https://raw.githubusercontent.com/Bluefissure/MultiHit/CN/repo.json

Intl: https://raw.githubusercontent.com/Bluefissure/MultiHit/master/repo.json

If you need more help with plugins, please refer to.
https://github.com/Bluefissure/MultiHit

2.Enable all multhit options in modpack(Both Full patch and Separate patch contain this option.)

4. Use multhit plugin to load the json files in “Multhit Presets=分段伤害预设”folder.
Notice：Not all skills with multihit preset have the "multihit" option in modpack, you just need to activate those with the option.

4.About UI/Icon

If you use penumbra to install the modpack,you should also put the modpack into the “interface collection” in collection tab to active all UI/icon elements!
If you don't need all them,just remove it from your "interface” using collection.
If you just need disable some of icons but keep their vfx/animation working,you can disable these skills options in your UI(interface) collection but enable them in your base/character collection.

Thank you for reading the instructions. If you like my mods, you can find more free skill mods I made on https://www.xivmodarchive.com/user/192152
You can also find other high-quality paid mods I made on https://ko-fi.com/papapapachin, such as the Vergil theme for Samurai mod and Dante theme for DRK.
If you are willing to donate to support me, I will be very glad and have more motivation to create more mods.
Finally, thank you for your love and may you enjoy it~